Rec'd PCT/PTO 13 JUL 2004
10/501426
PCT/IB02/05417

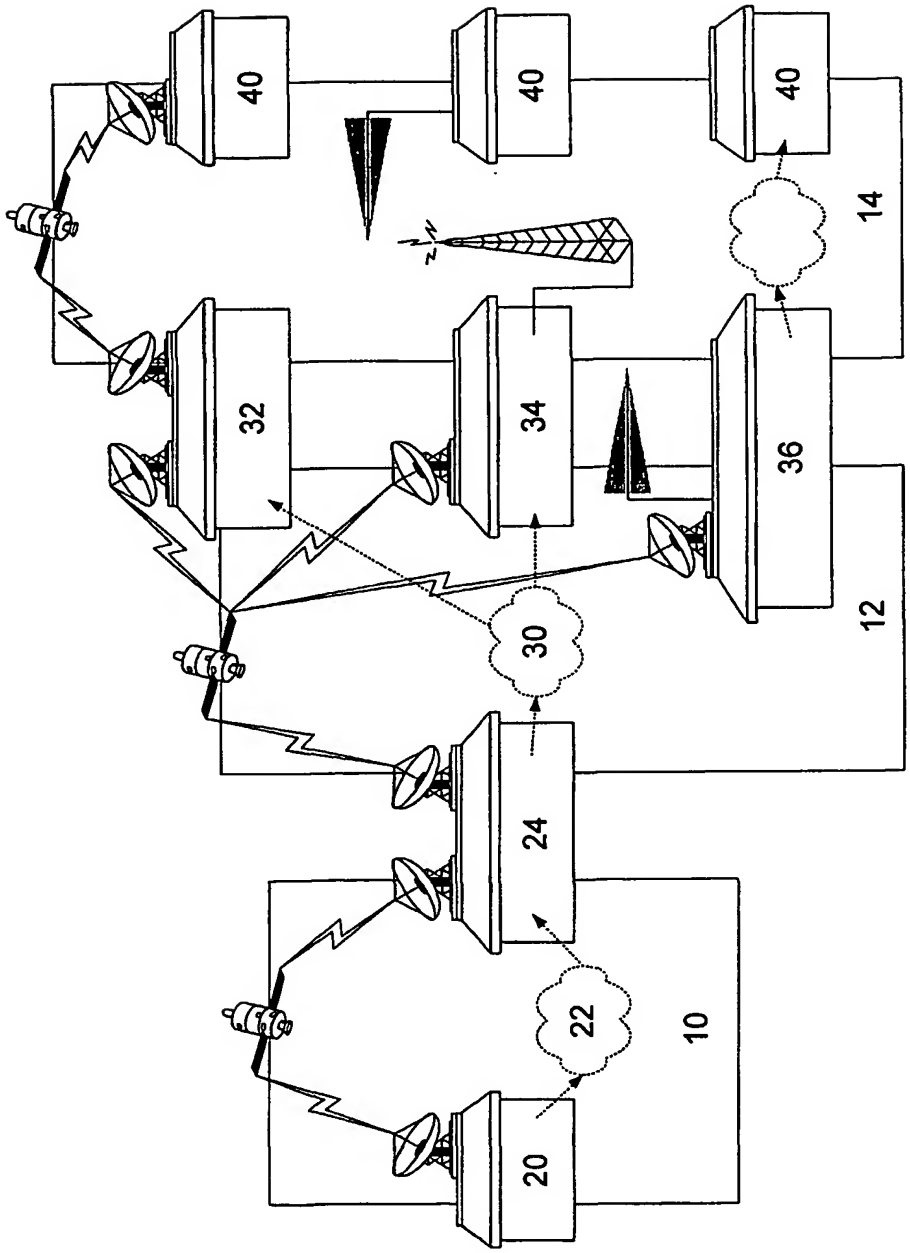

FIG.1

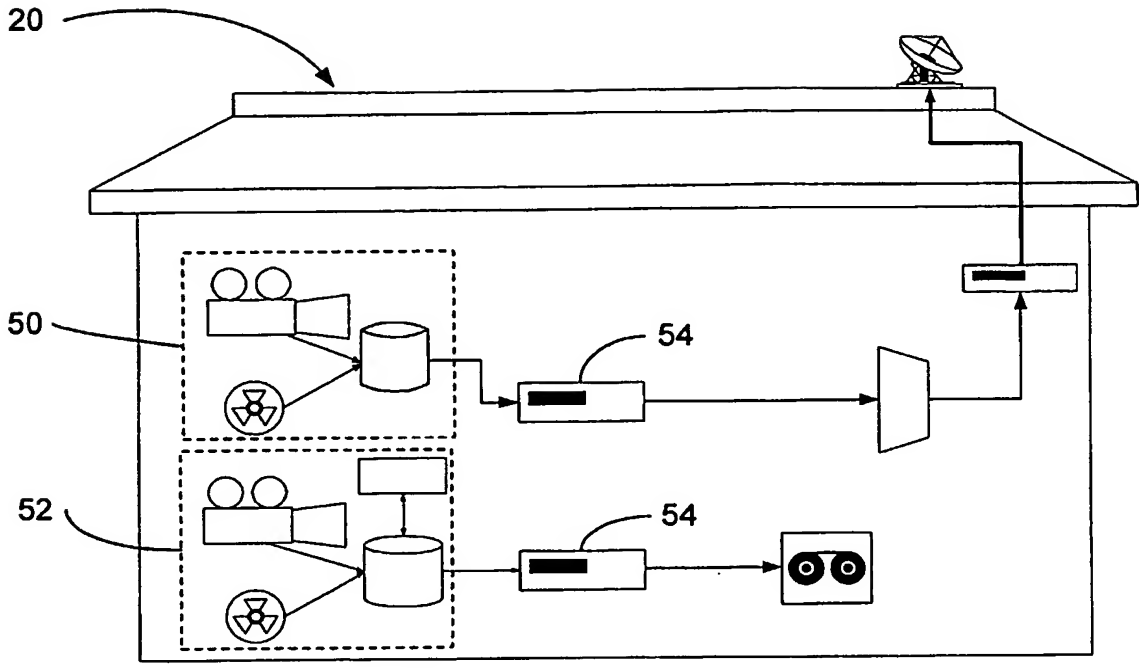

Fig 2

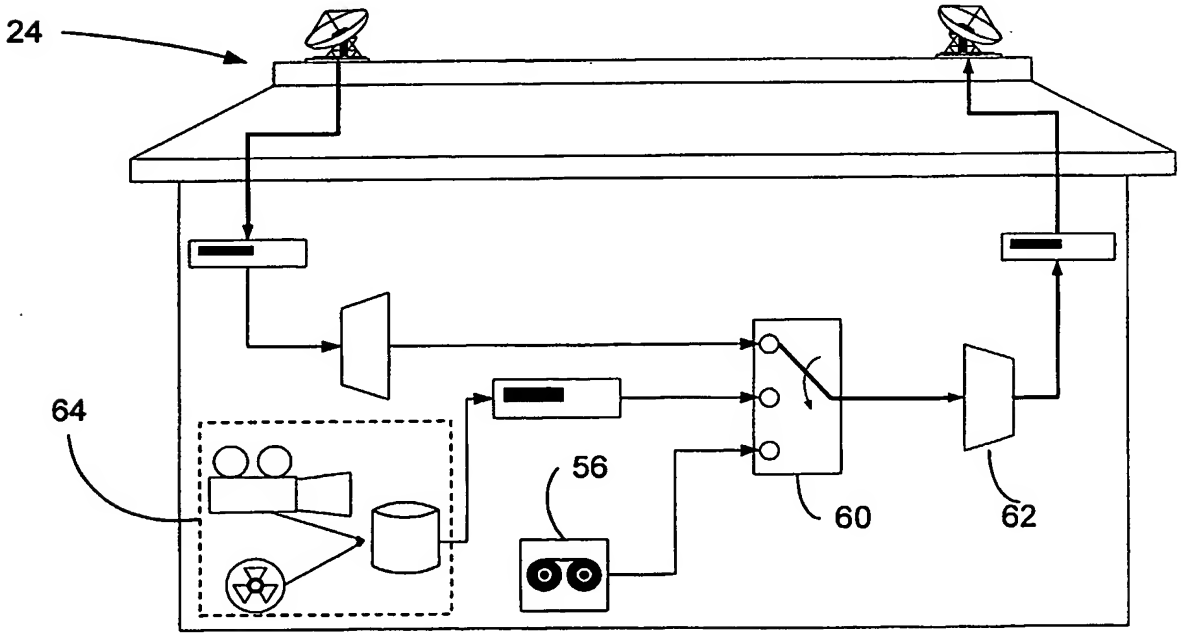

Fig 3

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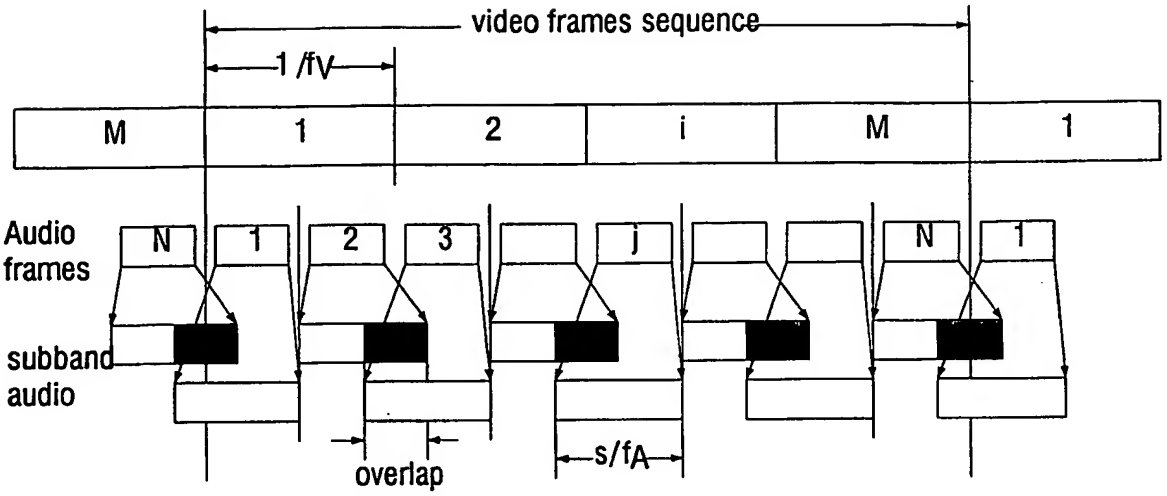

Fig 4

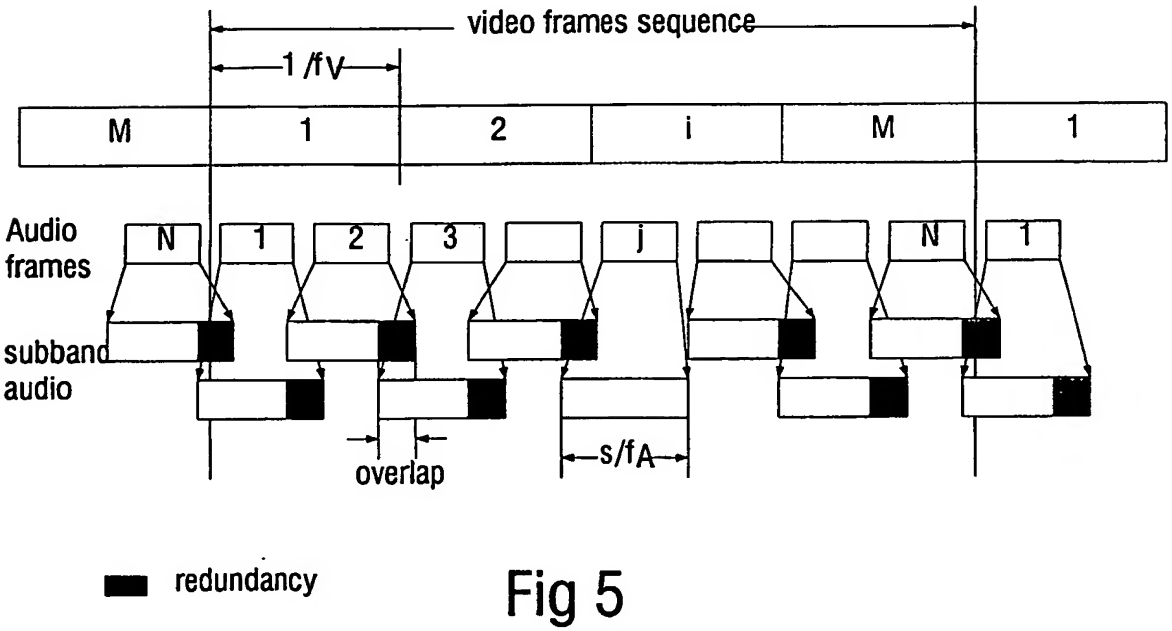

Fig 5

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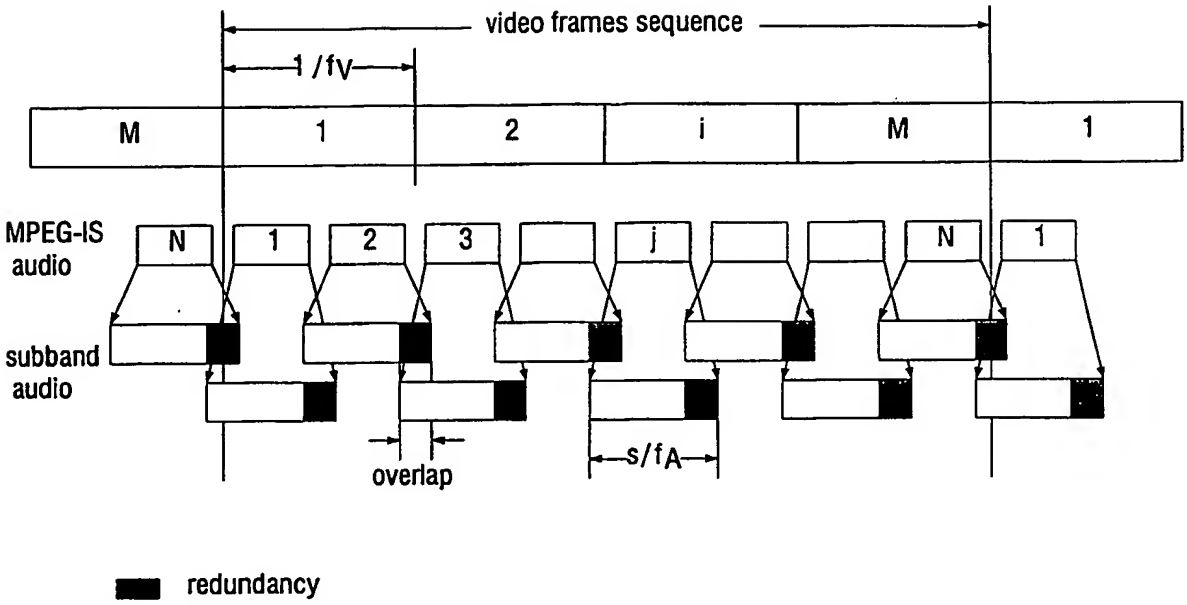

FIG.6

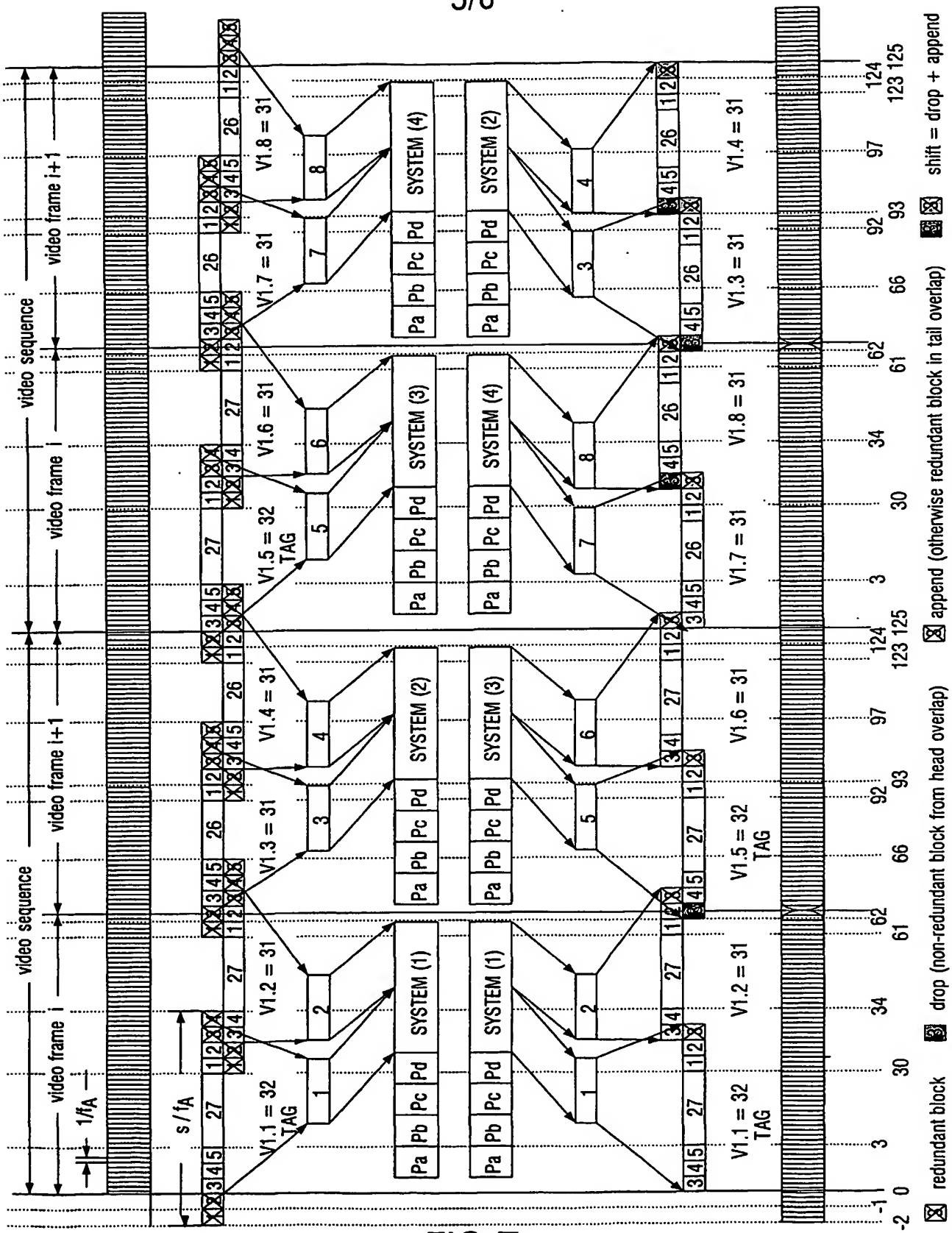
video sequence
video frame i
video frame i+1
1/fA
s/fA
V1.1 = 32 TAG
V1.2 = 31
V1.3 = 31
V1.4 = 31
V1.5 = 32 TAG
V1.6 = 31
V1.7 = 31
V1.8 = 31
SYSTEM (1)
SYSTEM (2)
SYSTEM (3)
SYSTEM (4)
Pa
Pb
Pc
Pd
redundant block
drop (non-redundant block from head overlap)
append (otherwise redundant block in tail overlap)
shift = drop + append

FIG.7

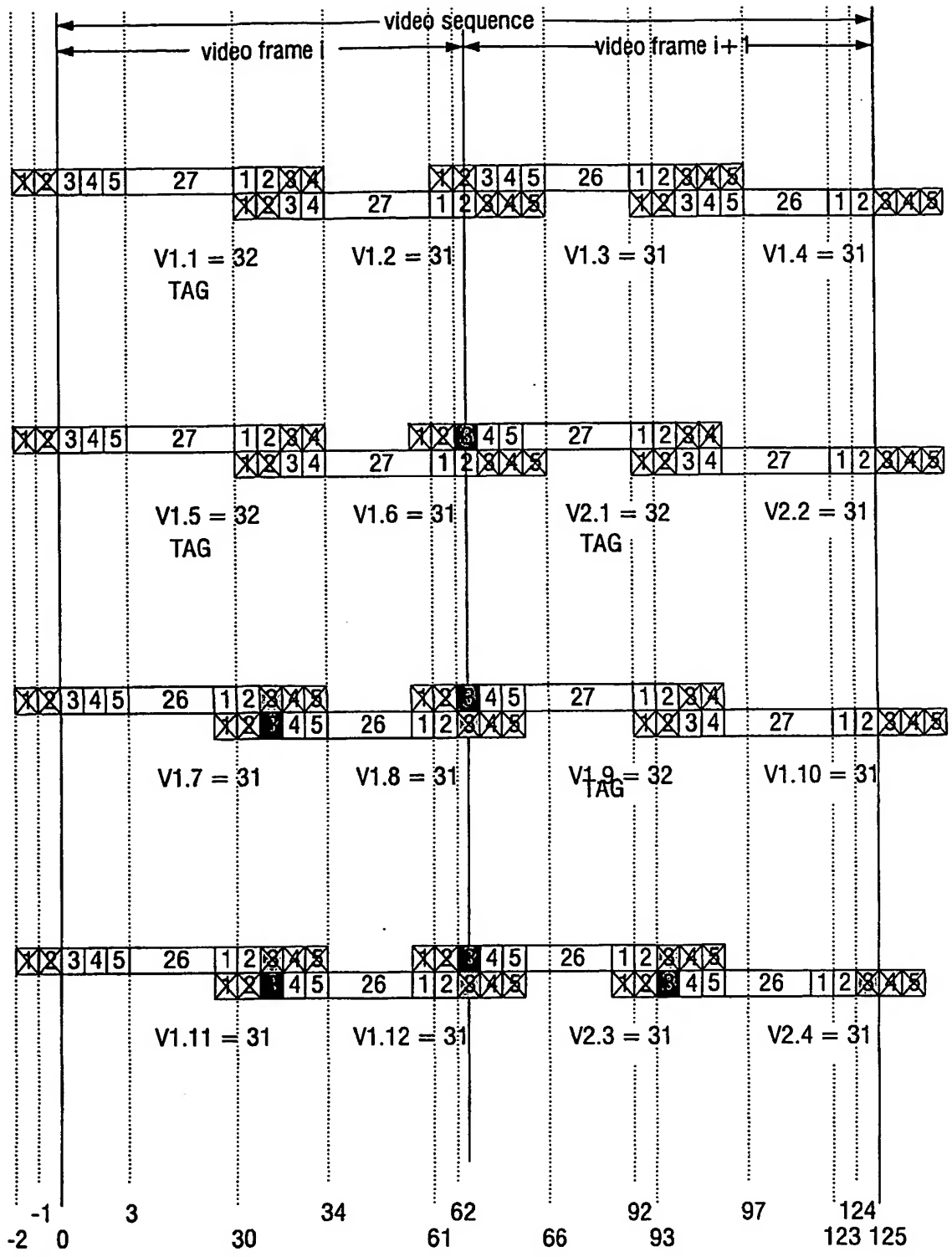
video sequence
video frame i
video frame i+1
V1.1 = 32
TAG
V1.2 = 31
V1.3 = 31
V1.4 = 31
V1.5 = 32
TAG
V1.6 = 31
V2.1 = 32
TAG
V2.2 = 31
V1.7 = 31
V1.8 = 31
V1.9 = 32
TAG
V1.10 = 31
V1.11 = 31
V1.12 = 31
V2.3 = 31
V2.4 = 31
-2
-1
0
3
30
34
61
62
66
92
93
97
123
124
125
redundant block
drop (non-redundant block from head overlap)
append (otherwise redundant block in tail overlap)
shift = drop + append

FIG.8